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  ###### THE EDITORS DESK
  ###### By Ron Kovacs
  ###### --

This week I want to welcome back Mike Mortilla to the Z*Net Staff. Mike
left last year when Z*Net turned into Atari Explorer Online Magazine.
However, Mike is back and inbetween covering the latest on CompuServe,
you might be reading a few of his other articles right here in Z*Net.

Also new to the staff is Len Stys. Len will be contributing material
from time to time with commentary. His commentaty pieces are related to
Atari and Atari User Groups, however, Z*Net and it's writers are not
going to be taking a bashing stance towards anyone. Our goal is to

provide balance to our articles and news coverage.

Feedback is also important. Send your comments along at any time. Our
writers need to know what you want.

I would also like to announce that Z*Net is moving to Sunday release
effective with this edition. This change is due to some changes in my
real paying job, which may have been appearent in the last two releases.
What this means is that you can start your week off with Z*Net, not end
it as before. More changes are on the horizon, so stay tuned!

Z*NET NEWSWIRE
Atari News Update
--

MULTIWRITER RELEASED
MultiWriter is a new, non-WYSWYG (what-you-see-is-what-you-get), word
processor developed to be fully compatible with ST Writer Elite.
MultiWriter is fully compatible with all versions of TOS and MultiTOS,
the new multi-tasking operating system from Atari Corp. MultiWriter was
developed because it was clear that ST Writer was not compatible with
the new operating systems. MultiWriter works with existing ST Writer/
ST Writer Elite files. The program displays and operation resemble ST
Writer Elite, so if you are experienced with ST Writer Elite, you will
be up and running quickly. MultiWriter has been tested and works with
Gemulator from Branch Always Software. MultiWriter also has been tested
with and works well with Spelling Sentry, a spell checking program from
Wintertree Software Inc. The program supports importing and exporting
text in five formats; ASCII, ST Writer Elite, WordPerfect, 1st Word, and
WordWriter formats. MultiWriter supports three languages, English,
German, and Spanish. When the program is configured, one of the three
languages can be selected and the settings saved. From then on, all
program menus will appear in the selected language. A demo version of
MultiWriter is available on GEnie and CompuServe. MultiWriter is
available from: Medical Designs Software, 21701 76th Avenue West, Suite
206, Edmonds, WA 98026 Phone: (206) 742-2032

ATARI EXPLORER COVER GIRL AT PLANETARIUM
Dr. Fiorella Terenzi, the January/February Atari Explorer Magazine Cover
girl will be at the Morrison Planetarium, Golden Gate Park, February 8
and 9 at 7pm. Terenzi's "Music From The Galaxies", a recently released
CD on Island Records, will be the focus of the event titled, Music From
The Galaxies and Optical and Radio Astronomy. Tickets are $10.00. For
more information on this event call: (415) 750-7127. For more on the
development of the Music of From The Galaxies CD, read the Jan/Feb
edition of Atari Explorer Magazine.

DATELINE ATARI! WITH BOB BRODIE
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included at the bottom of this Z*Net edition.

<[Lou] ST.LOU> Welcome to another session of Dateline Atari! with Bob
Brodie. Let me begin by thanking Bob and his colleagues at Atari (Bill
Rehbock, John Towns, Greg LaBrec, Dan McNamee) for their online support
of GEnie members. Their participation has been most helpful to all and
has certainly raised the excitement level in the ST Round Table.

Since we last met Bob, there has been increasing information about new
software to be bundled with the Falcon030. We have also heard about
MultiTOS, SpeedoGDOS and that great new integrated application, Atari
Works <originally named ST Sutra, then Concierge>.

Bob, I have really been looking forward to tonight's RTC. I think the
transcript for this one may set a new record for downloads surpassing
even your last meeting with us. So let's get this show on the road with
your opening comments.

<BOB-BRODIE> I'd like to welcome every one to our February installment
of Dateline Atari! I hope that all of you are enjoying these
conferences as much as I am. I'm pleased with the opportunity to
interact with each of you, and share with you all the latest events in
the Atari Community.

Tonight, I want to start things off by discussing the current status of
the Atari Falcon030, and then we'll talk about our integrated package,
Atari Works.

At our last session of Dateline Atari, I told you about the delay in the
shipments of the Atari Falcon030 to North America. The reason for the
delay was unacceptable performance from one of the contracted
manufacturers that Atari is dealing with. At that time, I also
indicated to you that we would be bringing on another firm to supply us
with Atari Falcon030s, as well as attempting to resolve the quality
concerns with the units at the original manufacturing site. I'm pleased
to report that the new factory has come on-line in the speedy fashion
that we anticipated that they would. We have seen the first runs off of
that line, and the quality is dramatically better than the original
units. A recent run tested out at less an 0.5% defect rate, which is
thrilling news to me! This means that our projections last month that
Falcons would be available in North America in March is right on target!
We _WILL_ to have the machines in stock in March!!

The added plus of this delay is that we have completed MultiTOS, and all
of the machines in North America will ship with MultiTOS! There will be
no customers that will purchase Atari Falcon030s that will have to be
"retrofitted" with MultiTOS! While we are still debating internally how
we want to distribute MultiTOS to the established user base, I'm very
pleased that it is _done_. In addition to the inclusion of MultiTOS, we
will be finalizing Atari Works as well, and hope to have that available
as well to ship with each Atari Falcon030, along with SpeedoGDOS.

Let's talk about Atari Works at this point, and try to give you a
glimpse of what is coming with that product. Atari Works is a fully
integrated word processor, database, and spreadsheet. It's intended to
provide the average user just about anything that they might require in
a package to be used in either the home, or for a small business/home
office scenario. Most of our energies with Atari Works have been
focused on the word processor component of Works, as we believe that

word processing is still the most common usage for home users. The
Atari Works word processor offers multiple documents, full cut and paste
between documents and the other portions of Works, easy set up of
justification (left, right, center, or proportional), and importing of
GEM metafile images. Atari Works has full SpeedoGDOS support, which
means multiple scalable outline fonts with multiple sizes, and your
usual bold, italics, underline, outline, superscript, subscript,
footnotes, and headers. Works uses the Proximity dictionary system, and
updated version of the system that was used with Word Up and WordFlair
II. There is also a thesaurus included with Works. Works has full
search and replace capabilities, again easily activated by drop down
menus.

One of the features that I really enjoy in using Atari Works is the
exceptionally easy mail merge capabilities with Atari Works database
module. It's always been something of a pain for me to have to mail
merge. It seemed to me that there was never really a system that felt
very intuitive to me for mail merging. With Works, there is a drop down
menu called "Begin Merge" that allows you to begin the process. It's
TERRIFIC!!! On the editing side of the coin, Works allows you to
transpose letters that just need to be flip-flopped with a Control-T
command. Its also "intelligent" about it's editing, in that if you
begin moving around text, Works will recognize the need for additional
spaces and automatically insert the spaces for you. There are also
commands that will allow you to do a number of different text commands,
like setting areas to all caps, or all lower case, and other text
handling.

The word processor of Atari Works also supports the importation of
standard ASCII text, the Microsoft Rich Text Format (RTF) files. This
is an increasingly popular format used with PC and Mac word processors,
like Microsoft Word. The logical extension of that is that your
documents at work can be saved out as .RTF files, and readily brought
into Atari Works with the formatting fully intact!!

The database portion of Atari Works will import .DBF files, tab
delimited ASCII, and comma delimited ASCII. The Atari Works database is
a breeze to set up and work with, too! If you start a new database
file, the system begins prompting you for field names, until you tell it
you're done. Once the fields are entered, you simply click on the field
and hold down the mouse button while you drag the field to the desired
size! Simple, eh? You can add additional fields later by simply
clicking on the database form with your mouse. Fields are moved about
the page simply by clicking and dragging them.   You can display the
records in a form fashion, or in a list fashion that looks very
spreadsheet-ish to me. :)   Since everything in Atari Works is fully
GEM compliant, you can also highlight portions of the database records,
and save out the area as a GEM metafile and drop it into your document!
Of course, this also applies to the spreadsheet as well. That makes
displaying graphs and tables as part of your document easier than it's
ever been before.

Bill Rehbock, the product manager for Atari Works, tells me that the
database portion of Works will feel very familiar to anyone that has
ever used a database on a Mac. My sentiment was that I didn't find an
overpowering need to run to the docs just to get things going, the
database has a very comfortable "feel" to it. I'm not generally
comfortable with ANY database, so I have great confidence that most of
you will really enjoy the database portion of Atari Works.

The spreadsheet portion of Atari Works is Excel command compatible. Our
intention with the spreadsheet is not to compete against stand alone
products like LDW Power, but to provide a good, basic speadsheet for
users to be able to chart, graph, and track their finances. We have
some portions of our business presently tracking their finances under
the spreadsheet of Atari Works.

I could go on a little bit longer about the spreadsheet, but I think
I've gone on about as long as I dare on this opening. Let's see what
kind of questions are out there, Lou!

<[kcac-prez] B.FRAZIER2> Bob....I need to know if you found a firm date
for the Kansas City Atari Fest.. We are at a standstill.

<BOB-BRODIE> Hi Bob, I spoke with Garry Tramiel today, and don't have a
yes or no about our attending CES in June yet. The possibility exists
that we might still have a booth at that show to launch the new Atari
Jaguar Game Console. We'll pick this up in email later on, with Dorothy
Brumleve. I also got a fax from the CT. Show folk, and they are looking
at a June Show Date as well. I'm very happy that we have you online now
here on GEnie, as it is making our planning for what is shaping up to be
an EXTRAORDINARILY busy show summer much easier. I know that the gang
from San Antonio, Indy, and Asheville also very much appreciate the
cooperative spirit that you have shown.

<[JCD] NEWDIMENSION> Hi Bob. The upcoming Atari products are excellent
as ususal, but are we really going to see an major increase in Atari's
market share in the computer industry? Will Atari _finally_ understand
that a national advertising campaign is desparately needed. It seems
more advertising dollars are put toward the Lynx than the computer line.

<BOB-BRODIE> Hello, Jeff. Nice to see you again online tonight. As I
have indicated in previous conferences, Atari has the confidence that
this machine will be a tremendous success. Sam Tramiel indicated back
in August of last year that Atari didn't have the same confidence in the
Mega STE/TT030 line as a major success in the US, due to the pricing/
features/performance constraints. In short it's not a question of Atari
finally understanding that they need a national advertising campaign,
it's a question of Atari having the faith in a product that can be a
national success. The Lynx is clearly a technically superior product to
the other handhelds in the marketplace, which explains the advertising
support that the Lynx has enjoyed. The Atari Falcon030 is also a
product that represents a major technical advancement over the existing
CPUs in the marketplace. As a new dealer, I'm sure that you can also
understand the importance of not just having a product that you are a
fan of, but a product that the public can see a real value in for them
to buy. I know that you'll also be pleased to hear that the number of
dealer inquiries since the article in BYTE have skyrocketed. You'll
probably not be the only Atari dealer in your area for very long.

<[STimpy!] J.TORRES17> I have a three part question on ATARI WORKS
(YEAH!): 1)Does it support graphics (lite DTP)? 2) What resolutions will
it support (falcon only?)? 3)Is it too early for price/availabilty for
existing STe Users?

<BOB-BRODIE> Hiya, STimpy, it supports GEM metafiles in the word
processor which are readily available both online here, and in packages
from people like Migraph's Easy Draw. Atari Works will function in any
mode that supports 80 columns, which of course includes ST Medium
resolution. Pricing is still under discussion, but will include a

bundling of SpeedoGDOS and about 14 BitStream fonts in the package. It will be competitive with other verions of WORKS that are already in the marketplace on other platforms.

<E.NIKOLAISE2> Hi Bob! What is Atari doing to get Developer Support for the Jaguar game system?

<BOB-BRODIE> Hi Eric, most of that information is covered by non-disclosure at this point. I can tell you that we have development units out, to a number of very talented software houses now. We've also had at least two developer conferences for Jaguar, one here and one in the UK. Both of them have been greeted with a great amount of enthusiasm by the developers and their publishers.

<[Scott L.] S.LAPHAM1> Bob. at the beginning of the conference, you said that the quality of the Falcons coming off the "new" line are much better than before. My question is are any of those units off the first line going to be sold? And if so, how would one tell if you bought a Falcon if it was off the first line or second?

<BOB-BRODIE> Scott, the units *_have_* been sold. They are already out the door in Germany. As long as you don't try to mail order one from Deutchland, you shouldn't have to worry about it.

<[Robb] R.ALBRIGHT7> Bob, I hear that the deal with Ingram Micro (Distributor) has been tabled, and that Atari plans direct marketing for the first push for Falcon. Are there any deals set with larger chains to carry the Falcon, or any planned, and if not, what will be the way that thousands can get their hands on one?

<BOB-BRODIE> Gee, Robb. That's new to me. Might I enquire what your source is for that information?

<[Robb] R.ALBRIGHT7> A local developer said he got this from Bill Rehbock about a month ago.

<BOB-BRODIE> Well, Robb, Thanks for bringing this rumor to the light of day. I appreciate the opportunity to dispel this type of disinformation at the earliest possible time. We have a number of different arrangements working for Falcon distribution, and I'm confident that the thousands of people that want to have Atari Falcon030s will be able to get them. Regardless of what you're un-named local developer might have suggested to you. <grin>

<[Evil E] I.DUCKETT.> How will the release of the Falcon help, The STE user?

<BOB-BRODIE> I see why your nickname is Evil. <grin> How did the release of the Quadra help the Mac? How did the release of the 486 help the 386? The answer to that is it gives the STE user a higher quality machine to upgrade to that retains a high degree of software compatibility that protects your investment in software. Does it mean that the STE is obsolete? No. It does mean that you can upgrade to a newer, more powerful machine and not have to lose your investment in Atari and Atari related products.

<[Steve] S.MILLER58> Hi, I am a somewhat digruntled TT owner who has been an Atari owner since the ole 400 and this my question where is the TT going to be when the Falcon _finally_ makes its appearance? Is the 68030 going to be supported on both systems or will the TT be a fluke

machine here in the US sticking me with $6000 worth of unsup. hardware?
And if the TT is going to be 'supported' when is the software going to
be there to take advantage of he 68030 and the math co?

<BOB-BRODIE> The TT030 will continue to be a high end, powerful
workstation even when the Falcon030 makes it's appearance NEXT MONTH
here in the US. The 68030 will continue to be support on both systems.
There are products already that take advantage of the 68030 and the FPU,
like DynaCadd, all Lexicor products, and Calamus SL. In addition to
those products, there are other things like PageStream and Touch Up that
are very happy on a TT030, especially when they have a graphics card
installed in it, like an AlberTT card, a Crazy Dots board, or a Matrix
card. I've also seen an goodly number of Musicians that are happy with
their TT030s, and development tools like Lattice C 5.5 that have 030
libraries and FPU libraries.

<[Dark.Oak.Sof] T.WILSON14> Are we going to see more guidelines from
Atari on building apps for MultiTOS? I'm writing a multi-tos Zmodem
program and was wondering if I should make it with GDOS, clipboard
support, or would a simple .ttp CLI-callable be ok?

<BOB-BRODIE> Are you a registered developer, Tim? Our last developer
newsletter had an article on user interface guidelines.

<[Dark.Oak.Sof] T.WILSON14> I can't afford it at the moment, I'm using
net knowledge.

<BOB-BRODIE> Net knowledge is a little too far from the source, and I
urge you to register as a developer at the earliest possible time. We
provide a good deal of documentation to the developers as a portion of
the MultiTOS distribution packet. Right now, that is only available to
registered developers, and most of the support is done online, in our
Atari.RSC area here on GEnie.

<M.MCFEE> BOB when will MultiTOS be out for the TT if at all?

<BOB-BRODIE> Hi Mike, it will be released for all Atari Computers, as I
THINK I indicated in my last conference. :) As I indicated in my
opening remarks tonight, we're still having discussions regarding the
distribution method to be used with MultiTOS. I remain a staunch
proponent of the "upload it and let nature take it's course" stance, but
cannot guarantee that we'll be doing that. The product is done, we just
have decisions to make now.

<[Lou] ST.LOU> I have a little surprise for everyone... we have a free
one year subscription to EXPLORER to give away. Then Scott Lapham will
have the next question. Here goes a roll of the dice....

<[Lou] ST.LOU> Job 24... you win! Dorothy!

<BOB-BRODIE> It's not a fix, I swear it is not a rigged deal you
guys!!!!

<[Lou] ST.LOU> Dorothy is the winner! Dot... any words? ;-)

<D.A.BRUMLEVE> Thank you, thank you! Maybe this subscription will
actually arrive at my door! My other one hasn't. ;-) And I've been so
interested to see how the new staff is coming! So thank you very, very
much!

<[Scott L.] S.LAPHAM1> Bob, have you heard any new news on any products that will allow the SLM lasers to work on the Falcon??

<BOB-BRODIE> Yes, I have. There is a company that is working on this product, and we have discussions scheduled with them this next week to ensure that it WILL BE DONE, and users of SLM series laser printers will be able to use it with the Atari Falcon030.

<[Lou] ST.LOU> OK... here goes another roll of the dice.... Job 15... Chuck Haines is the winner of a free one year subscription to Explorer! Congratulations.

<E.NIKOLAISE2> Does anyone (if so who?) make a VME RAM board that can be used with the Mega STE? Thanks!

<BOB-BRODIE> Erik, I'm not aware of any such ram board. I've heard that they do exist on the VME bus, but don't think that the software exists to make our system aware of the ram once such a board has been installed.

<[Robb] R.ALBRIGHT7> Bob, any announcements of terrific, *BLOW-EM-AWAY*, mind boggling games that will be released for the Falcon. Either planned or set-in stone.

<BOB-BRODIE> Robb, there are about 35 games that are being developed for the Atari Falcon030. Most of them are better than anything that I have seen on any other computer game anywhere. And for that matter, better than most of the console games, too. We covered that in an edition of Atari Explorer Online a couple of weeks ago, when we had a review of them from Andreas Barbiero when he came over to the office and sat down with a Falcon030, and one of those really cool joysticks for about oh... three hours or so. :) In particular, the sound is dramatically better than any other system that I've heard. I'm sure that we'll be able to convince Andreas to come back to the office again, to write a few more lines about Falcon gaming without too much arm twisting...at least until it's time for him to leave the office. :)

<[Steve] S.MILLER58> Is the Atari community ever going to be tightened between us and Europe so that when new and interesting software/hardware comes out there, we can take advantage of it here? It seem as if we always have to wait for A LONG time for it to trickle down to us.

<BOB-BRODIE> Steve, much of that depends on distribution arrangements. Some of the developers don't like to have to support their products overseas, or mess around with translations. I know that some of the German developers have a hard time with the needs of the US users, as they have a particular view on things like users interface. :) But we are working on those arrangements, and I expect that you will be pleased with the way that things are going to turn out.

<[Evil E] I.DUCKETT.> Is there any way I can get info on the Falcon here in New York and support for all Atari system in my area?

<BOB-BRODIE> Regarding info on the Falcon030, there is a wealth of info in the Atari BB area right here on GEnie. We've posted a HUGE amount of information in a number of conferences, and in the BB message area itself. I'd suggest that you look at those files first. After that, I'd suggest one of the high quality mags that are out in the marketplace, like our own Atari Explorer Magazine or the equally wonderful AtariUser Magazine. Both of them do a excellent job of being factual in their

reporting. And of course, be sure to check the weekly issues of Z*Net
Online Magazine, which is also uploaded here weekly in the Atari
Roundtable. We upload our own online magazine, Atari Explorer Online
Magazine here bi-weekly. That should give you plenty of reading
material about the Falcon030. As far as support goes, why don't you
send me e-mail with your specific questions and I'll be happy to deal
with them personally rather than tie things up here any longer tonight.

<[STimpy!] J.TORRES17> (Let me just put down my LYNX - Pinball Jam :>)
Does SPEEDOGDOS support a wider range of printers than FontGDOS does/
did? I have a Panasonic KXP1142pi printer and was basically told by
tech-support 'tough luck'

<BOB-BRODIE> SpeedoGDOS has support for the following printers at this
point.. Atari Laser printer, SMM-804, Canon Bubble Jet 10e, Epson FX-80.
Epson LQ-570, HP PaintJet, DeskJet 500, HP LaserJet, NEC P Series,
Okimate 20, Star NB24-15, Star NX-1000, and of course, STraight Fax as
well. :) You should be able to use the Epson LQ-570 driver with your
unit. Just be sure that you have the dip switch in the Epson emulation
mode. Have you tried that yet? Most of the time you have to have the
printer off when you change the switches, and then re-start it.

<MIKE-ALLEN> Bob - I wonder if the SpeedoGDOS/Works combo is going to be
available through Atari dealers in the near future? I'd really like to
support my local dealer. Also I still have to disagree about the Mega
STe. I really feel that it is a product that suffered from improper
marketing. A good product that no one outside of the Atari user
community knew about.

<BOB-BRODIE> Mike, I respect your opinion about the Mega STE, and share
it. However, I don't own enough stock to change the decisions on that
type of issue, and have to rely upon my persuasive ability from time to
time on those matters. I think that part of the reason that the Mega
STE didn't get a better "shove" is because the Falcon030 was expected
sooner that this time frame. Now, re the shipments of Atari Works/
SpeedoGDOS, the manuals are being done now, I suspect that it will be in
the March time frame as well. Not two weeks, but likely six weeks at
the max. I'm still twisting a few arms here on a couple of points about
Atari Works, like allowing the importation of IMG files as well as just
GEM files. If we can have that added, I think it's worth a little delay
in shipping the product.

<[Andreas@AEO] AEO.2> Bob, I have been inundated by info from NAMM, and
while I might have missed something due to bad phone lines earlier
tonite on it, I was wondering if you could comment further on the
FEEDING frenzy that went on with the new dealers?

<BOB-BRODIE> Andreas, the timing for NAMM was excellent for us. The
write ups in Keyboard, Electronic Musician, and EQ Magazine are very
exciting, and it appeared that most of the show attendees had read the
magazines. :) We got a large number of dealers that are very interested
in the Falcon from NAMM, and expect even more.

<[STimpy!] J.TORRES17> I am concerned about the apparent throw away
memory boards on the Falcon... The fact that you have either a 1, 4 OR
14 meg board. Why not a user expandable version (I would eventually like
a 14 meg).

<BOB-BRODIE> Joe, there is simply not enough real estate for that to
happen via a normal/conventional means like your basic throw away SIMMS

<grin>. What is going to happen with the Falcon030 is the same thing
that happened with the STE and Mega STE. People will buy bigger
supplies of RAM, and try to sell or trade in their old memory units.
Dealers will capitalize on this to have a ready source of ram available.
There are already other developers that have announced plans for third
party memory boards. For example, Zubair will have a board as well.
However, it will not use SIMMS either. There is simply not enough room
SIMMS in the Falcon case.

<J.VOGH> What about PC boards for the Falcon? What is the staus of 486
emulation?

<BOB-BRODIE> Oh, that. Had me worried for a second there. As we
reported in our online magazine, Atari Explorer Online at COMDEX, COMPO
Software is working on a 486 board. I was personally assured by the
company president, Theo Bruers, that the product would be done in March.
It is to support the full VGA Color, etc, etc, etc. Although I
recognize that having such an item is attractive to some people, I think
that you will find that products like Atari Works will make you much
less inclined to have to sully your machine with MS-DOS. <grin>

<[John STanley] JLS> I got here late so this may have already been
asked. What's the current eta for MultiTOS? (Ballpark estimates... 2
days, 2 weeks, 2 months, 2 __??__)

<BOB-BRODIE> You're right, it was already answered...:) It's done, and
will be shipping with Falcons. We're still discussing internally here
how we want to handle the distribution of the product to the existing
user base. I guess the answer from most perspective will be 2 long. :)
BTW, you also missed the drawings for free subscriptions to Atari
Explorer, too! :)

<[Lou] ST.LOU> Bob... my local dealer wants to order 50 packages of
Atari Works. Please tell me what he needs to do and can it be ordered
directly from Atari by the individual user?

<BOB-BRODIE> At this point, he can't. But we'll be making our dealers
aware of all the pricing on Atari Works as soon as possible. The manual
will probably be inserted here in the US in the Falcons at this point.
It will be available via the normal sources, both directly from Atari,
and from our distributors as well.

<BOB-BRODIE> Thanks, Lou. As always, it's a pleasure to be online here
on our official online resource, GEnie. Thanks to everyone for taking
the time to be here tonight, and I hope that you got a little bit better
feel for how things are progressing. In our next issue of Atari
Explorer Online Magazine, we'll be featuring a preview of Atari Works,
including screenshots of the program. It'll be up here in the libraries
in about a week for you to download. Thanks again for attending!!

THE 1993 Z*NET COMPUTER CALENDAR
Schedule of Shows, Events and Online Conferences
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February 18-19, 1993
IEEE Computer Faire at the Von Braun Civic Center in Huntsville,

Alabama. Attendees include: WordPerfect, MicroSoft, IBM, HP, Silicon
Graphics and many others. At the 1992 show, admission was free to the
20,000 that attended.

March 1993
CeBIT, the world's largest computer show with 5,000 exhibitors in 20
halls, is held annually in Hannover, Germany. Atari traditionally
struts its newest wares there, usually before it's seen in the USA or
anywhere else. In '93, the Atari 040 machines should be premiering, and
this is the likely venue. Third party developers also use this show to
introduce new hardware and software, so expect a wave of news from CeBIT
every year. Atari Corp and the IAAD coordinate cross-oceanic contacts
to promote worldwide marketing of Atari products, and this show is an
annual touchstone of that effort. Contact Bill Rehbock at Atari Corp
for information at 408-745-2000.

March 13-14, 1993
The Sacramento Atari Computer Exposition is to be sponsored by the
Sacramento Atari ST Users Group (SST) at the Towe Ford Museum in
Sacramento, California. This show replaces the earlier scheduled, then
cancelled Northern California Atari Fest for the Bay Area, to have been
held in December 1992. A major two day effort, the SAC show is being
held in the special events area of the Towe Ford Museum, home of the
worlds most complete antique Ford automobile collection. As an added
bonus, admission to the museum is free when you attend the Expo. The
museum is located at the intersection of Interstates 5 and 80, just 15
minutes from the Sacramento Metropolitan Airport. Contact Nick Langdon
(Vendor Coordinator) C/O SST, P.O. Box 214892, Sacramento, CA 95821-
0892, phone 916-723-6425, GEnie: M.WARNER8, ST-Keep BBS (SST) 916-729-
2968.

March 15-16, 1993
Lap & Palmtop Mobile Computing Expo at the New York Hilton Hotel in New
York City. Exhibitors will show the latest in mobile computing,
software, pen, peripherals and communications from the industry's
leading manufacturers. In conjunction with the exhibits is the Mobile
Systems Solutions Conference series. Featuring over 80 leading industry
experts speakers, the conference provides vital information needed to
build or improve your world of mobile computing.

March 16-19, 1993
Image World - Washington DC at the Sheraton Washington.

March 20, 1993
Philadelphia, PA area group PACS is holding their 16th annual Computer
Festival from 9 AM til 4 PM. It will be a multi-computer show with
Atari showings by the PACS Atari SIG's, NEAT, CDACC, and JACS clubs.
The Fest is to be at the Drexel University Main Building, 32nd and
Chestnut Streets in Pennsylvania. Contact for Atari display: Alice P.
Christie, 207 Pontiac Street, Lester, PA 19029, 215-521-2569, or 215-
951-1255 for general info.

March 21-24, 1993
Interop Spring '93 in Washington DC.

March 30 - April 1, 1993
Intermedia 93 at the San Jose Convention Center, San Jose CA.

May 3-5, 1993
Digital Video New York/MultiMedia Exposition at the New York Sheraton
in New York City.

May 4-5, 1993
The 3rd Annual Networks and Communications Show returns to the Hartford
Civic Center. Companies such as Intel, Microsoft, DEC, DCA, IBM, and
MICOM will be exhibiting. For more information, contact: Marc Sherer
at Daniels Productions, 203-561-3250; fax: 203-561-2473.

May 11-13, 1993
SunWorld '93 exposition and conference, held in San Francisco at the
Moscone Center. The second annual event is the largest trade show in
North America dedicated to the Sun, SPARC and Solaris industry.
SunWorld '93 will feature a full day of in-depth tutorials, which are
being developed in association with Sun Educational Services, to be
followed by three days of conference sessions and an exposition. The
three-day exposition will feature more than 175 leading vendors in the
industry including Adobe Systems, AT&T, Computer Associates, Hewlett-
Packard, Informix Software, Insoft, SAS Institute, Solbourne, SPARC
International, Sun Microsystems, SunPro, SunSoft and WordPerfect. For
more information about attending SunWorld '93 call Lynn Fullerton at
(800) 225-4698 or to receive information about exhibiting contact David
Ferrante at (800) 545-EXPO.

June 22-23, 1993
Lap & Palmtop Mobile Computing Expo at the Disneyland Hotel in Anaheim,
California. Exhibitors will show the latest in mobile computing,
software, pen, peripherals and communications from the industry's
leading manufacturers. In conjunction with the exhibits is the Mobile
Systems Solutions Conference series. Featuring over 80 leading industry
experts speakers, the conference provides vital information needed to
build or improve your world of mobile computing.

July 17-18, 1993 (NEW LISTING)
The Kansas City AtariFest '93. The location for the show is Stadium
Inn, 7901 E 40 Hwy. Ticket prices at the door will be 5.00 dollars each
day. Advance tickets will be 4.00 dollars each, for advance tickets,
please send 4.00 dollars per ticket to: Kansas City AtariFest, P.O. Box
1653, Lee Summit, MO 64063 or if you belong to a user group please mail
a request for a user group information pack. To make room reservations
please call 1-800-325-7901, we are also working with a local travel
agent to get special airfares for the show. You may call 1-800-874-7691
to take advantage of the special fares. For more information please
leave Email as follows; GEnie, B.welsch, J.krzysztow, for CompuServe,
Leave for Jeff Krzysztow at 74027,707, or you can call (816)224-9021, or
mail to the address listed above.

August 3-6, 1993

MacWorld Expo at the Boston World Trade Center, Bayside Exposition
Center and sponsored by MacWorld Magazine. This event is titled Boston
'93.

September 18-19, 1993
The Glendale Show returns with the Southern California Atari Computer
Faire, V.7.0, in suburban Los Angeles, California. This has been the
year's largest domestic Atari event, year after year. Contact John King
Tarpinian at the user group HACKS at 818-246-7286 for information.

September 20-22, 1993
The third MacWorld Expo, titled Canada '93 at the Metro Toronto
Convention Centre, sponsored by MacWorld Magazine.

September 21-23, 1993
Unix Expo '93 in New York City, New York.

October 7-8, 1993
Lap & Palmtop Mobile Computing Expo at the Chicago Mart/Expo Center in
Chicago, Illinois. Exhibitors will show the latest in mobile computing,
software, pen, peripherals and communications from the industry's
leading manufacturers. In conjunction with the exhibits is the Mobile
Systems Solutions Conference series. Featuring over 80 leading industry
experts speakers, the conference provides vital information needed to
build or improve your world of mobile computing.

October 27-29, 1993
CDROM Exposition at the World Trade Center, Boston MA.

October 27-29, 1993
EDA&T Asia '93. The Electronic Design and Test Conference Exhibition
at the Taipei International Convention Center in Taiwan. Exhibit space
is still available. For more information contact: Betsy Donahue,
Chicago, fax: 708-475-2794.

November 7-10, 1993
GeoCon/93, an international conference and showcase for software
products developed outside the U.S. at the Royal Sonesta Hotel,
Cambridge, Mass. The conference program will include three days of
workshops on topics of interest to overseas developers entering the
U.S. market. Workshop presenters will discuss such issues as how to
negotiate distribution and licensing contracts, setting up a business in
the U.S., manufacturing and fulfillment, technical support, packaging,
research sources, and how to market through direct, retail, and catalog
channels. For additional information, contact Tom Stitt, associate
publisher, Soft letter, 17 Main St., Watertown, Mass. 02272-9154;
telephone 617-924-3944; fax 617-924-7288, or Colleen O'Shea, director,
Soft letter Europe, 2 um Bierg, 7641 Chirstnach, Luxembourg, telephone
35.2.87119; fax 35.2.87048.

November 15-19, 1993
COMDEX Fall '93. Las Vegas Nevada.

If you have an event you would like to include on the Z*Net Calender,
please send email via GEnie to Z-NET, CompuServe 75300,1642, or via
FNET to node 593 or AtariNet node 51:1/13.0. Show listings are also
published in AtariUser Magazine.

PERUSING GENIE
Compiled By Ed Krimen
--

Some messages may have been edited for correct spelling, grammar, and
irrelevant material.

FALCON BUNDLES!

-=> In the "Atari Corporation Online" category (14)
-=> from the "Falcon 030 - Help and Questions" topic (41)

Message 195   Fri Jan 29, 1993
B.REHBOCK [BILL@ATARI]   at 12:29 EST

Atari Falcon030/4-65 is scheduled to include no less than:

- Calappt (Personal Time Manager)
- Landmines (Game)
- Breakout (Game)
- Talking Clock
- System Audio Manager (Replace System Events and Key Click with sounds)
- Procalc (Nice calculator)
- FalconD2D (Direct-to-disk recording system and effects)
- Audio Fun Machine (DSP Effects Processor with Graphic Equalizer)
- SpeedoGDOS with 14 Bitstream Speedo fonts
- Atari Works integrated productivity software
- MultiTOS

As it stands right now, the manufacturing of North American Falcons may
beat the time that it takes to get manuals for some of the packout
software printed, so make sure you send in your warranty cards to
receive updates.

Falcons without HD's will ship with everything but FalconD2D,
SpeedoGDOS, and Atari Works. They will be available separately.

All Falcons come with the necessary HD Utilities, so you can quickly
connect an external SCSI Drive.

We naturally recommend that you buy your internal HD's from us, as they
will come with SpeedoGDOS, Atari Works, etc.

-Bill@Atari
=====================================

MULTITOS UPDATE!

Message 182   Sat Jan 23, 1993
E.SMITH10 [Eric Smith]   at 19:45 EST

We had to make some major last minute changes to MultiTOS. On the up
side, these should improve compatibility with old applications quite a
bit. The down side is that MultiTOS will be delayed somewhat. Also, I
have no idea how long it actually will take from the day we hand
MultiTOS over for distribution and copies actually being available to
the public; it's certainly not zero time, since it does take a while to
get manuals printed, packages made, etc. I certainly wouldn't expect
MultiTOS before February, and it could be a month or two later than that
before it "reaches the shelves."

Please note also that Bob phrased his comment about MultiTOS
availability on GEnie very carefully... he did *not* promise that this
would happen. It certainly would be nice for users if it happened. But
remember that MultiTOS has cost Atari real money to develop, and so it's
quite possible that management may decide to charge a fee for it.

Most GEM programs that "follow the rules" should be MultiTOS compatible.
TOS and TTP programs that don't do any graphics (i.e. that use ordinary
ASCII text for output) will also generally be MultiTOS compatible.
There are exceptions, of course. The most common cause of
incompatibility is accessing memory that doesn't belong to the program
(other than the officially documented system variables, of course).
Programs that grab system vectors are more likely to have problems than
programs that don't, but there are always surprises.

There are good arguments on both sides of the issue of whether or not to
charge for MultiTOS. Certainly it's a tough decision, and I'm glad I'm
not the one who has to make it.

Just to inject a bit more reality into this: even if MultiTOS is free,
it still won't be on everybody's machine right away or even at all. The
present version of MultiTOS is loaded into RAM, and that means in
practice that you need 2 megabytes of memory to use it (and 4 megabytes
is a lot more comfortable). Also, it's really targetted for the 68030
machines; on a 68000 it will be somewhat sluggish and will also lack
memory protection (i.e. it won't be as safe). Eventually we hope to
have a ROM version of it, but for now it *is* a memory hog.

I'm sure there will be a version of MultiTOS distributed on 720K
floppies, eventually. (The frustrating thing is that it almost fits in
720K; it will fit on a floppy formatted to just over 800K, but
unfortunately not all floppy drives work reliably with such disks.)

No, you won't need new ROMs to run MultiTOS. As I mentioned above, we
are hoping to produce a ROM version of it (which will consume a lot less
memory) but that's not going to be ready for a while. MultiTOS may have
problems with TOS 1.0 (I certainly wouldn't recommend using it with such
an ancient version of TOS) but it will be OK with TOS 1.4. (TOS 1.2 is
on the borderline; it's not as pathologically buggy as TOS 1.0, so
MultiTOS runs, but it's slowed down a lot because it uses some of the
underlying TOS disk I/O routines, and TOS 1.2 has very slow disk I/O
compared to later TOSes.)

Final reality reminder: I'm not an official Atari spokesperson.

Everything above is my opinion only...

Eric
=====================================

TO CLASS B TT, OR NOT TO CLASS B TT

-=> In the "Atari Corporation Online" category (14)
-=> from the "TT - Class B FCC or not?" topic (33)

Message 41   Wed Jan 27, 1993
B.REHBOCK [BILL@ATARI]   at 12:40 EST

The TT030 does have Class-B certification, but only the absolute latest
revision of it. To pass Class-B certification, there were many changes
to the motherboard and it did require the re-addition of the internal
metal shielding that makes it difficult to add memory, and change ROMs.
To accomodate the shielding, a different tooling for the plastic case is
required also. As Nathan said, we had existing inventory (of housings)
and Class-B certification was not as high of a priority to the majority
of our TT customers as those that have expressed concern here. The
current motherboards (that have been shipping since around June) are
this latest revision, by the way, and are much "quieter" that any
previous TT had been, but without the metal internal shield, are just
over the limit of Class-B, so they are not labeled or sold as such.

Since the TT is not as much of a broad-interest machine as the 1040STE
or MegaSTE, it was decided that FCC Class-A certification was sufficient
to accomodate the needs of the majority of purchasers of TTs. These
people would have been annoyed by the shielding and didn't need Class-B
as they were being used in business environments anyway.

A Class-B computing device is explicitly labeled as being "CLASS-B".
The general verbage that is on the TTs rating label is the Class-A
legal-eze.

-Bill@Atari

Message 45   Thu Jan 28, 1993
S.WINICK   at 06:38 EST

Bill, That Class "A" rating wasn't that bad when we had a full product
line to work with. But at the present time, the Atari lineup currently
consists of an arthritic 1040STe that isn't a viable product in todays
competitive computer marketplace, and the high end TT030. That leaves
us with essentially NOTHING to sell to most home users.

I had at least 3 local walk-ins in the past 2 days looking for a good,
user friendly home computer system, who would've be sure sales for a
MegaSTe, if we had any. The current Atari product line, or lack
thereof, is making sheer survival extremely difficult for your
dealerships.

This would be like General Motors discontinuing production of their 1993
model cars immediately because they're planning on introducing the 1994
models in the Fall! How many GM dealers do you think would still be
left when the new models are finally ready to ship?

Sheldon (Computer STudio - Asheville, NC)

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Message 46        Fri Jan 29, 1993
B.REHBOCK [BILL@ATARI]      at 12:29 EST
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Sheldon, I know what you mean. I do continue getting good news about
production of F030's (although I am wearing out my welcome in the
manufacturing dept. :-). Things are still looking on schedule, but I
realize it will be tight for the next several weeks.

-Bill
=====================================

AJAX - NOT JUST ANOTHER CLEANSER

-=> In the "Atari Corporation Online" category (14)
-=> from the "Technical Questions to Atari Corp." topic (4)

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Message 174       Wed Jan 27, 1993
B.REHBOCK [BILL@ATARI]      at 12:40 EST
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Just a little background on AJAX (Atari's High Density Floppy
Controller)...

The original WD1772 (720k) floppy controller operated supplied by an
8MHz clock. AJAX is 100% compatible to a WD1772 when supplied an 8MHz
clock. To handle 1.44MB floppies, AJAX requires a 16MHz clock instead
of the normal 8. Falcons, TTs, and MegaSTEs can supply AJAX with either
speed clock. The bios(in TOS 2.06 and up) is in charge of which clock
gets used. Combo(tm) (or Combel(tm)) actually handle the physical
switch of the clock, depending on what the bios instructs.

An off-the-shelf 1040STE isn't set up the same way as the above-
mentioned models and won't handle 1.44 drives without additional
modification other than AJAX. There are some third party kits that add
an AJAX _and_ correctly supply it with the necessary 8MHz clock, but I
am not sure who they are.

-Bill@Atari
=====================================

MULTITASKING WITH STALKER

-=> In the "Gribnif Software" category (17)
-=> from the "STalker 3" topic (3)

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Message 43        Sun Jan 24, 1993
EXPLORER.5 [Robert Goff]     at 13:18 EST
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Indeed, STalker's "multitasking" is no better or faster than the GEM AES
messaging system, which was never designed to handle data at high speed.
(Yes, I know that the actual serial data doesn't go through the message
pipe.)

You can improve STalker's multitasking behavior by: enlarging the serial
buffer to at least 4 kbytes, enlarging the STalker transfer buffer to as
large as your memory configuration can stand, and making sure that
hardware flow control (RTS/CTS) works. That last one can be tricky
because it depends on (a) fixing the serial routines in the ST operating

system with the appropriate patch, (b) using a modem that recognizes
hardware flow control and configuring it properly, and (c) having a
cable that transmits the signals. Don't take any of these things for
granted.

Hardware flow control is a faster way than the normal XON/XOFF flow
control for telling the modem that the computer's buffer is full, please
don't overfeed me, thank you. If your modem is sending data and the
computer's serial buffer fills up because Stalker is multitasking and
doesn't have the time to empty it, the computer is supposed to use flow
control to stop the incoming data until the buffer can be emptied. If
the data is coming in too fast, the flow control doesn't act fast enough
and the modem sends some data which overflows into the bit bucket. (By
the way, when's the last time you emptied your bit bucket?) The error
checking of the file transfer protocol is supposed to catch that, but
sometimes it doesn't and even if it does it can slow down the transfer
tremendously.

|) |
|)O|)
Robert Goff
======================================

HP LASERJET IV: HOT!

-=> In the "ISD/DMC Product Support" category (16)
-=> from the "Calamus SL" topic (20)

Message 133   Tue Jan 26, 1993
RUSTY-P   at 22:37 EST

I got a LJ-IV today. The printer is set up with six megs of RAM and I'm
using the beta Calamus driver. I printed the first page of a newsletter
that is 98% complete and almost ready to be shot and all that I can say
is WOW!!!!! This thing is amazing. When the page came out and I
flipped it over for a look; the only noise that could be heard in the
room was my jaw hitting the floor. I had expected an improvement but
not anything of this magnitude. The only thing I can compare this
output to is typesetting. My recommendation is - if you are serious
about DTP and Calamus and you can scrounge the money - buy one. You
WON'T be disappointed.

RUSTY
======================================

WHO'S WHO AT YOU KNOW WHERE

-=> In the "Flaming - Debating - Discussions - Rumors" category (18)
-=> from the "Atari Falcon 030 Computer" topic (23)

Message 71   Fri Jan 22, 1993
POTECHIN [RT~Sysop]   at 18:17 EST

We do not have to rely on rumours on GEnie. We have access to the
facts. Art is no longer with Atari, but if he was ever international
sales manager, it's news to me. :-) Bob Brodie has not taken over Art's
job although I believe he does now have access to Arts executive
assistant. :-) Garry Tramiel has been running the North American

operation for some months now. This is good news. Garry is quite good
at his job. Sam continues in his role as President of the Corporation.
Leonard was removed from TOS development to concentrate his efforts in
other areas. I imagine the continued streamlining of Atari's operation
is of concern to those of us anxiously awaiting the release in quantity
of the Atari Falcon030.

If the above information is of interest to you, I'm glad that I had
access to the facts and was able to clear up any confusion.

Nathan @ DMC
=====================================

ATARI USER GROUPS
The wind beneath the Falcon's wings
By Len Stys
--

In my last article, I stated the importance of the Falcon030 bundle and
how "support" needs to be a major theme when selling the computer. The
main reason why people left the Atari Community was because there was a
lack of support for their computer. I believe without a doubt that just
the opposite will encourage people to become a part of the Atari
Community.

There is a lot of tough competition in the personal computer market.
The only way a non-PC clone manufacturer is going to stay in business is
by using every advantage that it has. And what is Atari's advantage
over its competitors? User Groups. Atari user groups are the answer to
how Atari will get back into the personal computer industry. The
company needs a backdoor and Atari user groups have the door already
open.

Why do I feel Atari user groups are the key to the Falcon's success and
Atari's future? Atari user groups are often responsible for getting
major companies like Word Perfect to release new versions of software
for Atari computers. This may not seem like much, but some people will
not buy a computer unless certain software are available for it. Atari
user groups also help convince computer stores to sell Atari computers
and software. If there is a computer show in town, Atari user groups
often attend to demonstrate Atari computers while other companies like
Apple are paying employees to be there. The members of these user
groups are responsible for the very important "word of mouth
advertising" that Atari so desperately needs. And finally, these user
groups generate the excitement necessary in the Atari Community to keep
Atari users buying software and new Atari products.

Atari Corporation needs to seriously consider taking action to
revitalize the Atari user groups around the nation. The cost will be
minimum and the benefits will be tremendous. If Atari takes action and
revitalizes 200 user groups to the point of 200 members each, there will
be 40,000 regular customers and purchasers of Atari products. If each
of these 40,000 regular customers convince 5 friends to purchase an
Atari Falcon030, this would mean sales of 200,000 computers.

Atari could take action to revitalize Atari user groups by doing the

following:

o   Atari User Group Services.
Organize a department at Atari Corporation to specifically deal with
user groups.

o   Build a closer relationship with Atari user groups.
Most user groups receive no support from Atari making it nearly
impossible to continue existence. A relationship is needed to increase
user group members spirit and give the feeling that Atari cares.

o   Establish an Atari User Group Information Network.
A Bulletin Board System (BBS) STRICTLY for the exchange of user group
articles, files, and information.

o   An Atari User Group Newsletter.
This newsletter would be distributed to user groups and would consist of
articles on what other user groups are doing such as demonstrating Atari
products at shows, how each user group runs their meetings, what topics
user groups discuss, how they have increased membership, and the number
of members each user group has.

The articles would be contributed by user groups and the newsletter
could be put together by Atari Explorer staff.

o   Third-party software demos.
Any time new software is released, a demo copy of this software would be
sent to user groups with over 20 members.

o   Public Domain & Review Catalog.
A user group wishing for public domain programs or reviews on disk will
be able to purchase them through Atari at cost.

o   Free Items to Atari user groups with over 20 members:
International Software Catalog -- A free copy of Atari's International
Software Catalog.

Atari Explorer Subscription -- A free subscription to Atari Explorer
Magazine. This may even help increase the number of subscriptions.

Flyers and Brochures -- Free flyers and brochures given to user group
members to give to their friends and other interested parties.

o   Special Deals to Atari user groups with over 20 members:
Falcon030 personal media computer at cost -- A user group with over 20
members will have the opportunity to purchase ONE Falcon030 at
manufacturer's cost for display and demo purposes only.

Future product purchase opportunities -- User groups with over 20
members will have the opportunity to purchase any new Atari product at
manufacturer's cost for display and demo purposes only.

Developer's Documentation -- A user group usually has many programmers
that are interested in programming public domain software. This public
domain software will add value to the Falcon030. The cost of this
documentation will be copy and shipment cost.

o   Atari Co-Op Computer Shows.
If a user group wishes to demonstrate Atari products at computer shows
or festivals, Atari will pay half the cost up to $100 a year. Since

Atari cannot afford to send people to these shows and Atari user groups
are willing to go, why not let them? At most, Atari would pay $20,000
a year to help user groups attend these shows. Apple pays this amount
to attend only a few shows.

o Atari Co-Sponsored Computer Shows.
If a user group wishes to put together an Atari show with Atari being a
co-sponsor, this would be a possibility. This does not mean that Atari
has to co-sponsor ALL Atari shows, just some.

All of this may sound great, but the BIG question needs to be asked:
Where will Atari get the funds for this revitalization effort and to
continue supporting user groups? I would not have proposed this if I
did not have an answer.

An Atari Gift Catalog can be produced where users can order Atari T-
shirts, sweatshirts, jackets, hats, coffee mugs, bumper stickers, and
bags. The profit from the sale of these items would be used to fund
Atari's continued user group support. The Atari Gift Catalog that I
suggested be included with the Falcon030 bundle in my last article would
also help fund this effort. Will there really be enough profit in such
Atari products? If there is a demand for Sierra products, there is
definitely a demand for Atari products.

Many of the user groups on the "Official Atari User Group List" no
longer exist. I propose that Atari Corporation create a new list of
user groups by publishing a "User Group Registration Form" in the next
issue of Atari Explorer. User groups should be required to prove their
existence in some way. The user groups interested in free items and
special deals should be required to include a list of members and their
addresses. All of the user groups that send in the registration form
will be included on a user group list in the Falcon "support" bundle.
The list will help increase all user groups membership.

A strong user group support effort such as this has never been done
before. And because it has never been done before is a good reason for
it being news. A lot of press about something new and different that
Atari is doing will give the public a positive feeling about Atari. A
positive feeling just as the Falcon030 is released.

Will all of this ever become a reality? I am positive that it will.
This is because Bob Brodie was once a President of a user group and he
of all people must realize the importance of user groups in Atari's
future. Sam Tramiel also talks of how Atari is planning for the long-
term. He would not leave out such an important thing from his plans.

There could not be a better time for the revitalization of Atari user
groups. After all, Atari user groups are the wind beneath the Falcon's
wings.

GEMULATOR REVISITED
RUN ST Software on your IBM CLONE - fact or fiction
Article By Don Liscombe
--

Gemulator Report - 5 months after release - Software version 2.10. A

hardware/software combination that allows you to run Atari ST software.
My evaluation is being performed on a 486-50DX EISA machine, with a
Diamond Speedstar 24X, and using a Microsoft serial mouse.

General information:

Gemulator consists of 2 parts, one being an 8 bit card which holds the
TOS roms and is sold by PMC, and the 68000 emulator software comes with
the package (Revision 1.0 - Unregistered). Darek Mihocka, of Branch
Always Software, is selling the commercial Gemulator software for
$59.95. Software updates beyond this point, are $15, according to an
older readme file. The software loads in and allows you to select
items, such as INSTALL (a specific TOS version), BOTH (floppies), SWAP
(A: and B: drives), FULLSCREEN or WINDOW mouse control, COLOR or MONO,
QUICK (screen redraws for some applications), SPEED (test), I486 for
speed enhancements with a 486 CPU, STATUS to report current settings,
and QUIT to DOS mode. Depressing the F11 key, will bring you back to
the Gemulator menu, while the F12 key will reboot your "ST".

Installation:

The TOS ROM board is easily installed, in any ISA/EISA slot which works
with an 8 bit card. The circuit board is of a quality design, and all
chips on the board are socketed. The board as shipped, comes with Atari
TOS 2.06, and sockets exist for up to a total of 4 versions of TOS. (A
total of 8 sockets are on the board for ROMS, 2 of them used by TOS
2.06) Written documentation is rather limited, and should you wish to
add additional TOS ROMS to the circuit board, the picture they give
displaying the position of the 6 chip rom set, is barely legible. They
would have been far better off with a hand drawing, than a poor scan of
a photo. Since my package was an original release, perhaps it has been
upgraded since then. Detailed instructions are now given on how to
modify the circuit board to accept the TOS 1.4 - 2 chip set in the
current readme file on the Gemulator disk.

Look & Feel:

The display quality is excellent, both from DOS mode, and from a Window.
GEM screen redraws are slow, and need the assist of a screen accelerator
such as Warp 9 or Turbo ST, just the same way a stock ST does. Running
Gemulator in a Window, makes the screen display crawl (no one said
running a graphics display in a Window would be fast) using Windows 3.1,
but it seemed to run a bit faster in an OS/2 Dos Window (sorry
Microsoft).

Requirements:

With version 2.10 of the software, a 4 meg PC can now emulate a 1 meg
Atari ST, quite an improvement over the original version. The software
will work with either 3.5" or 5.25" floppy drives, and disk I/O speed
seems about normal. A 486 33Mhz is required for overall ST 100% speed.

Comments:

Gemulator emulates the ST quite well. Although Darek has some touchups
to put on some routines, he has done an excellent job so far, in getting
this emulator up and running ST software. It works well with OS/2, as
long as you remember to adjust your DOS settings to give Gemulator the
5.25 megs of XMS memory it wants to load into. As PCs get faster and
faster, Gemulator will be able to run your ST software faster as well.

WINDOWS mode

With older versions of Gemulator, when you ran Gemulator in a window,
(in either Windows 3.1 or OS/2) the Atari mouse pointer (which becomes
active when you move the Windows mouse pointer inside the DOS window),
drifted away from the windows mouse pointer. This becomes very
annoying, having 2 different pointing devices on the screen, both moving
as you move the mouse, apart from each other. The good news is, that
you can use the Atari mouse alternate keys to align the two pointers
back together (ALT-arrow keys). Unfortunately, for my system, they were
not long drifting apart.

Version 2.10 has done some adjustments on the to slow down the mouse,
and in DOS mode, it now responds almost exactly like an ST, but I can no
longer get Gemulator to run at all, using the WINDOWS mouse driver, it
just locks up solid, in either Windows 3.1 or OS/2.

HI REZ SUPPORT

A patch program for Gemulator,now allows you run in 640X480 16 color
mode, by taking advantage of the VGA card. This should allow you to run
software written for TT med rez, 1280X960 moniterm mode, and well
behaved GEM programs.

HARD DRIVE ACCESS

What is allowed you in version 1.0, is the ability to read only, the
first 32 megabytes of your C partition. Version 2.10 will allow you to
read and write to the first 32 megs of any PC hard drive, and also allow
you a single 32 meg file which simulates another hard drive, and it is
referred to as a virtual hard drive. This file can be placed on a
network or stacker(compressed) drive, only 1 file is allowed. This is a
great improvement from previous versions, but still lacks the ability to
fully implement reading and writing on your PC hard drives. Here are
some captures from Gemulator doc files:

GEMULATOR 1.0

"Our solution to this problem is to write a custom Atari ST hard disk
driver that understands the large DOS partitions. A future update of
Gemulator will contain this driver built-in to it, eliminating the need
for even using AHDI.PRG or SUPBOOT.PRG. The custom driver will also
allow any hard disk partition to be accessed, as well as the PC's RAM
disks, CD-ROM, and network drives."

"Similar drivers will also be written to allow Gemulator to work under
other operating systems, such as OS/2 and Windows NT. These newer
operating systems also use entirely different hard disk formats that
makes Gemulator incompatible with them at this time."

GEMULATOR 2.0

Hard Disk Support
=================

"We're happy to say that hard disk writes are now enabled. BUT USE THIS
FEATURE WITH EXTREME CAUTION!!! We are almost finished writing
Gemulator's custom hard disk driver which eliminates the 32 megabyte
partition limit in existing hard disk drivers. This fixed driver will

be included in the Gemulator 2.1 upgrade, and that disk will be mailed to you automatically and free of charge."

"Again, our replacement hard disk driver should be finished in December and we'll ship it out to you either then or after the holidays. The new driver also gives access to other MS-DOS disk drives that are not hard disks, i.e. MS-DOS RAM disks, network drives, and CD-ROM drives. The existing Atari hard disk drivers simply have no concept of these devices."

Supposedly, this version (2.10) was to have the 32 megabyte partition limit removed from the hard drives, add support for CDRoms and ramdisk devices, and remove the need for a hard drive boot program in the auto folder, but this version would appear to have a single 32 meg file added with directory hidden inside, with files inaccessible to DOS, with no apparent support for CDRoms, ramdisks, or extended partitions. No mention is made of an update driver, cdrom, etc, in the new doc file, which is quite a disappointment. You still require a hard drive boot program to access any hard drive, whether it be one less than 32 megs in partition size, or this new 'virtual' hard drive.

NO RS232 SUPPORT

Although Flash is listed as a program you can run on your PC in both pamphlets handed out at product shows, and PMC advertisements, there is no support for the RS232 port at all. The current readme file on the version 2.10 disk, indicates that a revision is planned to include RS232 support.

GFA PROBLEMS

With the initial version of Gemulator, GFA Basic(V3.5,3.6) had problems with the screen locking up. With the new version, all problems appear to have been corrected, and GFA Basic works quite well.

COPY PROTECTED DISKETTES

Gemulator does not read most copy protected disks. Considering the two computers use completed different floppy controllers, it is doubtful that protected disk support will be added. It was interesting to see Gemulator load in Dungeon Master to the introduction, but then the mouse got very confused, and it would not recognize my disk as the original disk after checking for copy protection. Flight Simulator loaded up, and the screen displays looked fine, but the mouse up/down was inverted, and the keys for the throttle would not respond at all.

It would appear there are still a fair number of problems to resolve on the keyboard/mouse routines, before Gemulator will handle the larger portion of games(that it can get by the copy protection on). Some games which would load in, and use VBIs to have smooth scrolling, seemed to flicker excessively. This was also evident on the load in sequence of Gunship by Microprose.

HI DENSITY FLOPPY SUPPORT

Although Gemulator supports read and write access to the IBM high density 5.25" and 3.5" drives, you are only able to format your floppies in 360K and 720K from the Atari format disk screen. TOS 2.06 has support for high and low density floppies, so perhaps this will be added in the future.

WHAT IS NOT EMULATED (above the hard drive & RS232 restrictions)

Sound, Midi, joysticks & the blitter chip are not emulated. According
to the text file on the disk, over the next year, support will be added
for the sound, midi, and the joystick. As I recollect, Darek was
working on the blitter emulation to speed things up at the Toronto Atari
Computer Exhibition(spring 1992), but I see no mention of it in any of
the information I have.

Summary:

Gemulator has been shipping since mid-September 92, and Darek has done
some excellent work on getting the initial problems removed, and the
speed of the program increased. The windows mouse driver should not be
a problem to fix, as it was working previously. With joystick, MIDI,
and RS232 support coming shortly, the only downfall I can really note
with the product, is the hard drive/CDROM support limitations. Perhaps
it will take a driver (SYS) file in the config.sys at bootup to resolve
the 'sharing' PC drives problem, but it must be done to make Gemulator
a product that meets its' advertized features, and fully functional.

BIO: Don Liscombe is the SysOp of The Brewery BBS - AtariNet 51:5/0 -
Fnet node 66 416-683-3089 HST Dual 14.4 - Supporting the Atari ST & IBM
PC.

Gemulator is available from
Purple Mountain Computers, Inc.
15600 NE 8th St. Suite A3-412
Bellevue, WA 98008
voice 206-747-1519

Gemulator information can be obtained either from PMC, or

Branch Always Software(Darek Mihocka)
14150 NE 20th St. Suite 302
Bellevue, WA 98007
voice/recording 206-885-5893

OS/2 is copyrighted/trademarked by IBM Corp.
Windows is copyrighted/trademarked by Microsoft Corp.

COMPUSERVE MESSAGE BASE CHANGES
Message Features Software Documentation 20-January-1993
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New Features / Version Notes

o The size of a message has been expanded to 10,000 characters.

NOTE: With the initial release of Message Features users of DOS CIM,
MAC CIM and NAVIGATOR will not be able to post a 10000 character
message. Current development of HMI will allow for this in the very
near future. There is no limitation on the size of messages that can be
read.

o READ THREAD command now displays messages in chronological order and
   also in section order. i.e., all new messages in thread order from
   section 1, then all new messages from section 2 and so forth. This
   feature provides users with the context of messages. Given below is
   a hypothetical display in the current Production software, and new
   order of display with Message Features:

Hypothetical Production Display   Message Features Display
Sec #   Msg & Replies   Sec # Msg & Replies

S4   Message # 11 R R R R   S2   Message # 2   R R R
S2   Message # 2   R R R   S4   Message # 11 R R R R
S13   Message # 21 R R R R R R   S6   Message # 9   R
S6   Message # 9   R   S8   Message # 5   R R R
S8   Message # 5   R R R   S13   Message # 21 R R R R

The complete command syntax for the READ THREAD is given below for
reference.

The new display order applies to the READ THREAD command and all its
switches. The complete command syntax for the READ THREAD is given
below for reference.

READ THREAD [NEW] [ALL] [NUM #] [START: ##] [SECTIONS:]

No modifications have been made to REAd FORward or REAd REVerse
commands.

o When a READ nnnn command is issued (without any other switches),
   where nnn is a message number, it defaults to READ THREAD nnnn as it
   does in current production software. Therefore the new display order
   applies to this command as well.

o Another change is to the snapshot "high message number" -- the
   highest message on the board at the time a snapshot is taken. The
   user will not be able to view any message above this "high number"
   until a new snapshot is built. This change was done in an effort to
   ensure that users would not miss any messages on the board. The
   impact of this change is that an ASCII user will no longer be able to
   read a reply they posted immediately; this is already true in the
   HMI (CIM) interface.

If the user wants to read the reply, he will need to issue a new REAd or
SELect command so another snapshot will be built to include their reply.
In HMI, they will need to "Freshen Messages" under CIM 2.x for this
change to take effect.

o When the user issues a PARent, ROOt, or REAd replies command while
   reading a particular message, when they return to the message the
   command was issued from, the header of the message will be displayed
   along with the message "** Enter RER to reread, REP to reply, or <CR>
   to continue". Current production software displays the entire
   message again.

o Since a message can now be 10000 characters in length and a message
   that long would scroll off a member's screen quickly, we have
   introduced "paged message display". After 24 lines of a message have
   displayed, members will see a "Press CR for more:" prompt if they
   have paged message display enabled. At that prompt the user can

enter return to continue reading the message, M to return to the Read
Action prompt (thereby not reading the rest of the message), or S to
scroll rest of the message without pausing.

To enable "paged message display", a member can enter SET PAGED YES at
any forum prompt. This will turn on paged message displaying for this
and any forum the member enters during the current session. To make the
change permanent, the member needs to GO DEFAULT, choose option 2
(Change permanent settings), choose option 3 (Display options), and then
change option 1 (PAGED display) to NO.

Entering a SCROLL command at the Read Action prompt will scroll the
messages no matter what option the member has selected.

o There is no longer a limit on the number of lines a forum message can
   have.

o A new command has been added to the Editor - /MAIL. If the user
   wants to mail a message, he no longer needs to exit the editor and
   then specify MAIL. Now he can specify /MAIL from within the editor.
   All the parameters required for the MAIL command are the same as the
   /POST command parameters.

o If the user wants to mail a message from within a forum, they are
   limited to 50,000 characters - not 10,000 characters per message for
   forum messages. Production software limited the user to the size of
   a forum message but the Message Features software has removed that
   limit.

NOTE: A fix will be implemented in a future version of HMI that will
allow HMI users to mail a message containing 50,000 characters.

o Other important commands to remember:

REA NUM;NNNN - This command allows users to read an individual message
               number. (RI is still supported.)

REA THR NUM: - Allows you to read only the thread you are requesting.
               (RT nnn ONLY is still supported.)

Removal of "Old" Forum Commands:

To reduce maintenance and gain resources, we have removed support for
the following "old forum" commands from the forum software.

A. Two character commands:

BR   -   Browse (Correct command is BRO)
FM   -   Forward Mail (Correct command is FMA or FMB)
RM   -   Read Marked (Correct command is REA WAI or RW)
RO   -   Read Old
SD   -   Scan Delete
SE   -   Send (Correct command is SEN)
TO   -   Touch
US   -   User Status (Correct command is USE or USERS)
WH   -   Who (Correct command is WHO)
GU   -   Guide (use HELP)
SB   -   Section Names (use NAMe)
CB   -   Conference (use CO)
CS   -   Change Section (use CHA)

B. One character commands:

C   -   Continue
E   -   Exit (use EX or EXI)
L   -   Leave message (use COMpose)
V   -   View Interests (Use MEMber)

THE UNABASHED ATARIOPHILE
By Michael R. Burkley

Have you been thinking about eating a nice rare hamburger lately? Do
you live near some High Tension wires, or near any toxic waste dumps?
How's your diet and lifestyle? Have your eyes been strained by staring
at your monitor, or have you gotten the first twinge of pain from the
carpal tunnel syndrome building up in your wrists? Well, I live in
Niagara Falls, NY, the place where all of the above is true (at least
for me). My diet is not the best and my exercise program is almost non-
existant (sigh). On one side of my home is a large collection of High
Tension wires (I think Niagara Falls has about the largest collection
anywhere--because of the Niagara Falls Power Project). On the other
side is one HUGE toxic waste dump (we call it Mount ***** because pretty
soon it will be big enough to sky down!).

We had hamburgers tonight for dinner and as I bit the next-to-the-last
piece I noticed how pink it was. And yes, my eyes are stinging this
very minute, but that's not from my monitor, that's from the air
pollution! The good new is that my wrists don't hurt--yet.

So why am I writing all of this (in the thirteenth Unabashed Atariophile
article I've written!)? Is it because I'm buried under gloomy news and
want to carry you down as well? Nope, not at all. I'm doing it as an
excuse to share with you a bit of my practical philosophy (really
theology, but we "can't talk about that here"!). My wife, Susan, says
that I'm a "disgusting optimist." I'm not. I'm an optimistic
pessimist. That is, I expect the best, but plan for the worst. I
"don't worry about tomorrow, because today has enough troubles of its
own." I write, I complain, but above all I try to become an educated
consumer, seeking to be a responsible member of my family and community.
And I also generally cook my hamburger thoroughly.

So what does that have to do with being The Unabashed Atariophile? I'll
let you figure that out (translation--I'm not to sure myself!). I do
know that I have been more than thorough this week in my downloading
duties. This week was a record for me. I downloaded just over 100 new
files. Utilities, Sound files, Falcon specific files, games, drawing
tools, boot-up programs and files, ST demos, screen savers, .MOD files,
and much more. I've not been able to catalog them all as of yet, so
here are just a sampling for you:

ADDRESS2 is the HP Deskjet Envelope Addresser v.1.2 by Greg Kopchak.
-------- This program will allow you to print addresses, return
addresses, and a two line memo on the lower left corner onto your #10
envelopes. Mouse or keyboard controlled. Docs included.

ALVIN is ALVIN v.1.23 by REALM (dated Jan., 1993). Alvin is an ACC/PRG

----- that converts among the most common 21 units (distance, mass/ weight, volume, and temp.) It supports the entry of fractions, decimal units or combinations of all. For Example: "12ft 4-1/2in" can be entered and converted to any of the other length units. This is a very handy program (in other words, I like it!) Docs, online help and tutorial included. Color or mono. STe compatible.

AUD_CD13 is CDAUDIO v.1.3(demo) by Nima Montaser (dated January, 1993).
--------- Have you noticed how this program keeps showing up here? That's because he keeps updating it! Now it is an .ACC that allows you to play audio compact discs from a CD-ROM drive in the backgroud while working at another GEM application (if you wish!). The code for the Sony DCU541 and the NEC machines is already included, but you can now enter the correct SCSI commands for your CD ROM player just by using a text editor (you have to know what they are though!). It will allow you to Play, Pause, STop, and Eject your CD (gracefully, of course). This demo is fully functioning, faster than ever before (but several delays are incorporated in this demo to urge you to register-- only $12). GEM based, ST/TT MultiTOS compatible. This program will work in all resolutions. SHAREWARE. Docs included.

BBDEMO15 is ButtonzBasicâ ¢ v.1.5 by MajicSoft. This program was created
-------- to make programming in GFA Basicâ ¢ easier, not a tutor program but a utility in which all of the standard chores of programming and compiling, moving around files, setting compiler options, etc...are done with ease. The Menu program that came with GFA Basic´' was not really meant to be a fully functional work area, but a tool to get you started. ButtonzBasicâ ¢ IS intended to be a fully functional work area. The things which make ButtonzBasicâ ¢ more useful are the configuration options that can be saved for future sessions, a simple click of a button to get you going from editing to compiling and linking with as many objects as you desire. Not only this but disk commands if you are not using other accessories which have disk commands available. Also ButtonzBasicâ ¢ automatically supports all ST resolutions in the same program. This program is fully functional except that you need to reconfigure it each time it is used. Ordering information and docs included.

CACHE272 is Master Cache V2.72 by Daniel Carl Gouthro (dated Jan. 26,
-------- 1993). According to the author it is the most advanced disk caching system for hard disk owners (floppy too) and it is BEST disk cache system for the ATARI ST, Mega ST, STe, Mega STe and TT computers! It support any logical size up to 8192 bytes per sector, write delay caching, TOS buffers configuration for TOS V1.4 or higher, FAT/DIR priority option, many other features A must for anyone own non-ICD HDs, but you can use it for ICD drives (and controllers) as well. This demo version is limited in several ways, but you can upgrade it to full-registered status with a password (obtained by registering, info included). Docs included.

CENTIPEDE by Sinister Software is a SHAREWARE version of Centipede, the
--------- arcade game from Atari. Mouse controlled and fast, this game has a lot of different skill levels from which to choose (I get by on the lowest level just fine thank you!). Shoot the centipede as soon as it appears at the top of the screen and before it reaches you. Watch out for the crabs, the dive bombing bugs and more. Color only. STe compatible. I think this is very well done.

CFG_SEL is a batch file by Frank Goron designed to load alternate
------- Neodesk configurations (.INF, .MAC, .NOT) from a menu. NEO_CLI

is required. ST--TT compatible. Docs included.

CUDDLY is another excellent megademo by TCB. It works on my one meg TOS
------ 1.0 ST but not on my STe. I like how this demo is presented.
The main screen is shown, looking much like a castle with lots of
entrance doors. You are a person with a jet pack that allows you to fly
about, searching out and entering any door you wish. The individual
demos are accessed by entering the doors. The demos are pretty neat,
too! It comes as two 400K+ .MSA files which get uncompressed onto one
disk. You must extract with the Magic Shadow Archiver. Color only.
Joystick controlled.

EGO_KICK is the Ego Kick Alarm Clock. Just hook this little baby up to
-------- your 200 Watt Stereo and wake up your entire neighborhood (and
just maybe yourself, too!). You input the current time and the time you
wish the alarm to ring and then go to bed. When you're woken up you
will be hearing a simple tune played over your monitor speaker or your
Stereo. ST-STe compatible. By AtariPower7.

EYES is Eyes v.1.00 by Peter Kirchgessner. This .ACC for color or mono
---- ST/Ste/TT? will place a set of eyes (wherever you choose) on your
screen that follows the mouse cursor (make 'em crosseyed by putting
your mouse pointer right on its "nose!"). Double click on the eyes to
remove them. Do you think that someone is looking over your shoulder at
your work? Well someone might be, but now you can be sure that someone
is in front of you, doing the same!

FCOPY3 is v.5.2.1990 of the popular F-copy III by Martin Backschat.
------ I've had this one for awhile now, but it was just uploaded again,
and it's worth hearing about once more. This is a great, high-speed
disk formatter and copier from Germany. It can run as a .PRG or .ACC
and provides you with many, MANY options. This is a very useful program
that I recommend to you. Color or mono. The version I found online did
not have any docs, but I have them and will be uploading them myself
soon.

HCOPY151 by is a copy/format utility by Robert Weiss (dated March 28,
-------- 1992) that has been around for awhile now. I was pleased to
see this newer version (it's nice when people keep supporting their
products, isn't it!). This SHAREWARE program will run in color or mono
on any ST/STe/TT with TOS 1.2 or newer. It now has High Density floppy
support, formatting your HD drive to 82 tracks and 22 sectors! Of
course it does everything for your standard floppies as well (5.25",
too). You can format your disks with any track or sector density,
twisted or not, set the step rate, zero your disks (for FAST erases),
do multiple copies of disks, automatically format your destination, and
much more. It is mouse or hot key controlled. One feature I like is
the detailed info on a disk you can get with the click of a button.
SHAREWARE. The program is in English with German docs.

JCVUE11F is JC View v.1.1F by John Charles (dated March 20, 1992). This
-------- is a clip-Art viewer and clip manipulation program for the ST
which needs 1 meg of memory and only works in mono only. With all the
standard drawing tools (and then some) you can manipulate loaded files
and/or create your own, and add text to your pictures. You can even
print them out. It will load a zillion types of files and save to .DOO,
.PI3, or .JCC (the program's custom format). Docs included.

MOUSEBT4 is Mouse Boot v.IV "The Incredible Mock-Gem Auto Booter Demo"
-------- by Scott R. Lemmon (dated sometime late in 1992). Mouse Boot

is a Accessory, Auto-boot, Desktop, and Assign.sys file manager that
uses GEM and the mouse! It will switch accessories and auto-boot
programs on or off (resort their order as well), copy Desktop.inf and
Assign.sys to the root directory of the boot drive, or even allow you to
set-up two user-defined file types to be copied to any active drive.
Additionally, Mouse Boot will hold up to 60 presets of the each of your
most commonly used file combinations allowing you to quickly select them
upon boot-up. It will also optionally play a Quartet sound file on
bootup. Except where a name or path must be entered, all of this can be
done without touching the keyboard! This is one excellent program (I
like the bootup pictures, too!). This newer version makes things simple
and more capable. Allows batch bootup files to be run and simple
mastery of Assign.Sys files (though these are only available to
registered owners). Other than a few other inconveniences, this program
is completely functional. MANY more features. This archive also
includes MouseStart, a utility that allows you to easily auto boot
programs with TOS 1.0 and 1.2. Color or mono. ST/STe/TT Newdesk and
Moniterm compatible. Docs included. Ordering information included.

MOVPIC12 is Moving Pictures v1.2. This will allow you to randomly load
-------- background pictures with Warp 9 (instead of just the same old
one).

NEWTRIS is v.2.2 of an excellent .PRG/.ACC version of Tetris and
------- Columns by Alexander 'Newton' Borrmann. I like having these two
similar games together, especially in an .ACC version. You can choose
between several skill levels, ranging from the easy to the amazingly
difficult. Color or mono. Keyboard controlled. ST--TT compatible.

Punish your Machine! is not a program that will harm your ST/STe, but
-------------------- rather an amazing two disk demo. TOS 1.0--2.06
compatible, this demo comes in four 400K+ .MSA files (you must
uncompress with the Magic Shadow Archiver). Created by the Union, it is
full of separate demos that are all excellent. I especially like one
containing a very fast fractal generator. Actually, I'm not doing
justice to this demo. It is EXCELLENT! Color only.

Serial Fix v.2.0 by Medical Designs Software (Bill Penner and Bruce D.
---------- Noonan, M.D.) is a "must have" program for all of you with
high speed modems. Serial Fix was written to solve the problem that the
ST/STe/ TT/ and even Falcon series of computers has with high speed
modems and buffer overflows. Run this and you won't have that problem
anymore. And now Serial Fix has gone multipurpose. It is now a
universal serial port patch. It incorporates the TOS14FIX and SERPATCH
patches from ATARI, so no longer do you need several patch programs. In
short, if you have a high speed modem you need this program. Now
included is a smaller version that is run from the AUTO folder and does
not require Atari's Extensible Control Panel. Docs included.

Tom Hayslett has recently upgraded most of his excellent SHAREWARE
programs. I recommend them to you.

TLCBOOK3 is TLC Address Book v.3.02 by Tom Hayslett (dated July 31,
-------- 1992). It is really two data bases in one! One is a standard
address book that has fast loading, sorting (on up to three fields at
once), searching, merging, and saving of data. The other (fully
integrated with the first) keeps track of birthdays, anniversaries, and
other important dates and events. It supports any printer with its
configurable printer driver (or you can print to disk for mail merging
and the like). It also supports several page sizes, and printing

labels. GEM interface with "Hot Keys" for most functions. Docs
included as well as a short sample data file. Color or mono. ST/STe/TT
compatible. SHAREWARE.

TLCFIXR3 is the Text String Fixer v.3.01 by Tom Hayslett (dated June 15,
-------- 1992. This program (which runs as an .ACC as well) allows
simple changing of ASCII or HEX strings in programs (you have to know
what text string you want changed). You can change up to 20 different
programs at once. Mouse or "Hot Key" controlled. Great for shareware
program authors, enabling them to customize their programs for
registered users. SHAREWARE. Color or mono. ST-TT compatible.

TLCFORM3 is the TLC Formatter, v.3.02 by Tom Hayslett. It is a .PRG or
-------- .ACC that formats your disks in the standard 9 or 10 sector (or
18 and 20 with a high density drive) or a VERY faST 9 (or 18) sector
(disks read and write faSTer than twisted disks). Supports 'switching'
between 2 drives (if you have 2 floppies). Will format 80, 81, or 82
tracks and ALL formats are readable on MS DOS machines (except the 20
sector format). It now supports High Density drives. Allows inclusion
of disk volume names, formatting can be aborted at any time and errors
are properly reported. Formatting proceeds from track 80 to track 1 so
that if you change your mind about formating a disk in process you stand
a good chance of getting much of your data back. Now you can turn disk
verify on or off and shut off the alert boxes if you're really brave (or
something else!). Docs included. ST-TT compatible. Color or mono.
SHAREWARE.

TLC_ICON is the TLC ICON MAKER v.1.0 by Tom Hayslett. This program
-------- simply and easily allows you to take a Degas .PI2 or .PI3
picture and cut out a section to use as an icon (creating a "mask" for
it as well). Then just enter the name of a resource file to save your
icon as and the program creates a simple resource file consisting of a
dialog box holding your new icon. The program also creates the needed
definition file for the RCS2 program to recognize the resource. Docs
included. Color or mono. SHAREWARE.

TLCPLAY3 is The TLC Sound Machine v.3.00 by Tom Hayslett (dated June 15,
-------- 1992). This program allows you to load and manipulate all
digitized sound file formats including ST Replay (Raw data or Sound),
Soundoff!, Digisound, Master Sound, Pro Sound Designer and more. You
can also save your files in Digi-Sound format, SoundOff! (ST Replay) or
as a raw data file. The author says you can load just about _anything_,
you can even load and play _program files_ (though he does admit that
they might sound a little weird! I wonder what _Calamus_ sounds like?)
The program allows you to reverse, stretch, squeeze, amplify, soften the
data and resave the file in several compatible formats. This version
adds desktop "hot keys." ST-TT compatible. Color or mono. Docs
included. SHAREWARE.

TLCRSRC3 is the TLC Resource v.3.01 by Tom Hayslett (dated July 31,
-------- 1992). The TLC Resource utility will only be of interest to
GFA programmers. The program asks you to select a resource file (*.RSC)
to convert and then asks you to select an ASCII file to save it to
(*.LST). It then converts the resource into a GFA file that can be
merged into your program allowing the resource file to be embedded
within the source code. Instructions are printed with the ASCII file
created instructing you on which calls need to be modified and how to
use the generated code. GFA Basic .LST file and example files included.
ST-TT compatible. For color or mono systems. SHAREWARE.

TLC_MEGA is the TLCâ Mega STe Throttle v.1.0 by Tom Hayslett (dated July
-------- 25, 1992). This is a simple speed selector (.PRG or .ACC) for
MEGA STe systems. Also included are three other utilities that allow
you to fine-tune your speed and cache configuration at boot-up. This
also shows your TOS and GEMDOS on your Mega STe. You can run this on an
ST or a TT, but all you will get is your TOS and GEMDOS info (so don't
bother!). Color or mono. Docs included. SHAREWARE.

TLCSHOW3 is v.3.00 of Tom Haysletts Spectrum (.SPC and .SPU) picture
-------- viewer. It allows you to choose and show one picture at a
time. The program now automatically senses the proper sync rate (50 or
60 Hz), and automatically toggles Mega STe users to the correct speed
for viewing the pics (and then restores the speed when done). ST--Mega
STe/TOS 2.06 compatible. Color only. SHAREWARE by Tom Hayslett.

Well, that's all for now. I wasn't able to share more than a small
fraction of the files I downloaded this week (and many of the above have
abreviated descriptions). But I hope you enjoy it anyway. Take care.
May you all live long and prosper! Feel free to get in touch if you can.

All of these files can be found on one or more of the following on-line
services: GEnie, Delphi, The CodeHead BBS (213-461-2095), Toad Hall
(617-567-8642), and The Boston Computer Society's Atari BBS (617-396-
4607).

BIO: Michael lives in Niagara Falls, NY. He is a former Polyurethane
Research Chemist and is presently the pastor of the Niagara Presbyterian
Church.


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============================|============================
To sign up for  DELPHI call | To sign up for   GENIE call
(with modem)  800-695-4002. | (with modem)  800-638-8369.
Upon connection hit  return | Upon connection type HHH
once or twice. At Password: | and hit return.  Wait for
type ZNET and hit <return>. | the U#= prompt and type in
                            | the following: XTX99436,
                            | GEnie and hit return.
============================|============================
          **--COMPUSERVE SIGN-UP--**
          ------------------
To sign up for CompuServe service call (with phone) (800)
848-8199. Ask for operator #198.  You will then be sent a
$15.00 free  membership kit.
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          --------------------
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the Z*Net News Service at (908) 968-8148 for more info.
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